

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the above-identified application:

Listing of Claims:

Claims 1-12. (canceled).

13. (currently amended): A computer implemented method of representing an arc, the method comprising:

dividing the arc into segments that have vertices;
selecting ~~multiple~~ a plurality of the vertices ~~of the arc;~~
obtaining trapezoids corresponding to the vertices;
obtaining a texture having multiple columns of texels;
completely representing the trapezoids as triangles; and
mapping the texture to the triangles.

14. (previously presented): The computer implemented method of claim 13 wherein a line profile is applied to each column of the texture to reduce aliasing effects.

15. (previously presented): The computer implemented method of claim 14 wherein the line profile comprises at least one texel column transitioning from dark to light to dark.

16. (currently amended): The computer implemented method of claim 13, wherein the texture is symmetrical ~~about~~ with respect to a midline of the trapezoids.

17. (previously presented): The computer implemented method of claim 13 and further comprising applying a reverse perspective view transformation to individual columns of texels of the texture.

18. (previously presented): The computer implemented method of claim 13 wherein each column of texels represents a single radial bound spatially by trapezoid upper and lower chords.

19. (previously presented): The computer implemented method of claim 13 wherein obtaining a texture comprises selecting a texture from a number of textures based on the size of the radius and line width of the arc.

20. (previously presented): The computer implemented method of claim 13 wherein texture is rectangular, and is mapped into the trapezoid such that each column of the rectangular texture is mapped along a radial bounded by the top and bottom of the trapezoids.

Claims 21-33. (canceled).

34. (withdrawn): A computer readable medium having instructions for causing a computer to execute a method of representing an arc, the method comprising:

- selecting multiple vertices of the arc;
- obtaining trapezoids corresponding to the vertices;
- obtaining a texture having multiple columns of texels;
- representing the trapezoids as triangles; and
- mapping the texture to the triangles.

35. (withdrawn): The computer readable medium of claim 34 wherein a line profile is applied to each column of the texture to reduce aliasing effects.

36. (withdrawn): The computer readable medium of claim 35 wherein the line profile comprises at least one texel column transitioning from dark to light to dark.

37. (withdrawn): The computer readable medium of claim 34, wherein the texture is symmetrical about a midline of the trapezoids.

38. (withdrawn): The computer readable medium of claim 34 and further comprising applying a reverse perspective view transformation to individual columns of texels of the texture.

39. (withdrawn): The computer readable medium of claim 34 wherein each texel column represents a single radial bound spatially by trapezoid upper and lower chords.

40. (withdrawn): The computer readable medium of claim 34 wherein obtaining a texture comprises selecting a texture from a number of textures based on the size of the radius and line width of the arc.

41. (withdrawn): The computer readable medium of claim 34 wherein texture is rectangular, and is mapped into the trapezoid such that each column of the rectangular texture is mapped along a radial bounded by the top and bottom of the trapezoids.

42. (withdrawn): A system for causing a computer to execute a method of representing an arc, the system comprising:

- means for selecting multiple vertices of the arc;
- means for obtaining trapezoids corresponding to the vertices;
- means for obtaining a texture having multiple columns of texels;
- means for representing the trapezoids as triangles; and
- means for mapping the texture to the triangles.

43. (withdrawn): The system of claim 42 wherein a line profile is applied to each column of the texture to reduce aliasing effects.

44. (withdrawn): The system of claim 43 wherein the line profile comprises at least one texel column transitioning from dark to light to dark.

45. (withdrawn): The system of claim 42, wherein the texture is symmetrical about a midline of the trapezoids.

46. (withdrawn): The system of claim 42, further comprising means for applying a reverse perspective view transformation to individual columns of texels of the texture.

47. (withdrawn): The system of claim 42 wherein each texel column represents a single radial bound spatially by trapezoid upper and lower chords.

48. (withdrawn): The system of claim 42 wherein obtaining a texture comprises selecting a texture from a number of textures based on the size of the radius and line width of the arc.

49. (withdrawn): The system of claim 34 wherein texture is rectangular, and is mapped into the trapezoid such that each column of the rectangular texture is mapped along a radial bounded by the top and bottom of the trapezoids.